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August 15, 2000

Commissioner of Patents and Trademarks  
Box Patent Application  
Washington, DC 20231

Dear Sir:

Transmitted herewith for filing is the patent application of:

Inventor(s): Douglas M. Okuniewicz  
For: PRINTING AND DISPENSING BONUSING SYSTEM  
FOR GAMING DEVICES

Enclosed are:  
Ten (10) sheets of original drawings; (10)  
Specification;  
Declaration;  
Certificate of Mailing by Express Mail;  
A verified statement to establish small entity status  
under 37 C.F.R. § 1.9 and 37 C.F.R. § 1.27 and  
The filing fee has been calculated as shown below:

FOR:	Nº FILED	Nº EXTRA	RATE	FEE	Basic Fee - \$345.00
Total Claims	11	-20	0	x 11	0 (10)
Indep. Claims	3	-3	0	x 40	0

TOTAL: \$345.00

A check in the amount of three hundred forty-five dollars (\$345.00) to cover the filing fee is enclosed.

Respectfully submitted,

Adam H. Jacobs

For the Firm

AHJ

Enclosures

JC853 U.S. PTO  
08/15/00

JC857 U.S. PTO  
09/639441  
08/15/00

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Applicant or Patentee: Douglas M. Okuniewicz

Serial or Patent N°

Docket N° 1008-015

Filed or Issued:

Title: PRINTING AND DISPENSING BONUSING SYSTEM FOR GAMING DEVICES

VERIFIED STATEMENT (DECLARATION) CLAIMING SMALL ENTITY STATUS  
(37 C.F.R. §§ 1.9(f) & 1.27(b)) - INDEPENDENT INVENTOR

As a below named inventor, I hereby declare that I qualify as an independent inventor as defined in 37 C.F.R. § 1.9(c) for purposes of paying reduced fees to the Patent and Trademark Office regarding the invention entitled: PRINTING AND DISPENSING BONUSING SYSTEM FOR GAMING DEVICES described in:

☒ the specification filed herewith.

☐ application serial number \_\_\_\_\_, filed \_\_\_\_\_

☐ patent number \_\_\_\_\_, issued \_\_\_\_\_

I have not assigned, granted, conveyed or licensed and am under no obligation under contract or law to assign, grant, convey or license, any rights in the invention to any person who would not qualify as an independent inventor under 37 C.F.R. § 1.9(c) if that person had made the invention or to any concern which would not qualify as a small business concern under 37 C.F.R. § 1.9(d) or a nonprofit organization under 37 C.F.R. § 1.9(e).

Each person, concern or organization to which I have assigned, granted, conveyed, or licensed or am under an obligation under contract or law to assign, grant, convey, or license any rights in the invention is listed below:\*

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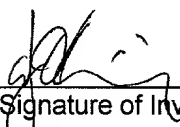
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I acknowledge the duty to file, in this application or patent, notification of any change in status resulting in loss of entitlement to small entity status prior to paying, or at the time of paying, the earliest of the issue fee or any maintenance fee due after the date on which status as a small entity is no longer appropriate (37 C.F.R. 1.28(b)).

I hereby declare that all statements made herein of my own knowledge are true and that all statements made on information and belief are believed to be true; and further that these statements were made with the knowledge that willful false statements and the like so made are punishable by fine or imprisonment, or both, under Section 1001 of Title 18 of the United States Code, and that such willful false statements may jeopardize the validity of the application, any patent issuing thereon, or any patent to which this verified statement is directed.

**Douglas M. Okuniewicz**

  
\_\_\_\_\_  
Signature of Inventor  
8-15-00  
\_\_\_\_\_  
Date

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Signature of Inventor  
\_\_\_\_\_  
Date

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Signature of Inventor  
\_\_\_\_\_  
Date

# PETITION

To the Honorable Commissioner of Patents and Trademarks  
Box Patent Application  
Washington, DC 20231

Your Petitioner, Douglas M. Okuniewicz, citizen of the United States of America and resident of the State of Iowa, whose residence and mailing address is 2 Deer Trail, Council Bluffs, Iowa 51503, prays that Letters Patent Protection be granted to him for a

## **PRINTING AND DISPENSING BONUSING SYSTEM FOR GAMING DEVICES**

as set forth in the following specification:

### **Cross-Reference to Related Application**

This application is a Continuation-In-Part of patent application serial No. 08/994,075 filed December 19, 1997.

### **Background of the Invention**

#### **1. Technical Field**

This invention relates to a bonus dispensing system for gaming devices and, more particularly, to a programmable printing and dispensing bonusing system for electronic gaming devices including slot machines, video poker machines and other such electronic gaming devices which includes at least one detection device connected an electronic gaming device, an event detection sampling device in information transmission connection with the detection device operative to identify particular events, a programmable event occurrence information signal computing device connected to the event detection sampling device, the programmable event occurrence information signal computing device operative to output command signals therefrom and a printing/dispensing bonus device connected to said programmable event occurrence information signal

1 computing device operative to output bonus payout information and  
2 items resulting from particular combinations being produced by the  
3 electronic gaming device.

## 4 **2. Description of the Prior Art**

5 Slot machines and video poker machines continue to be the most  
6 widely used types of gaming devices found in the gaming industry.  
7 The oldest slot machines and video poker machines were relatively  
8 simple devices which included little in the way of sound generating  
9 devices, commonly including only a bell or buzzer to signify a  
10 winning combination on the reels. With the advent of new  
11 technology in the gaming industry, the slot machines and video  
12 poker machines were now able to produce a variety of pre-programmed  
13 sounds through the use of computer chip technology. These chips  
14 are most often constructed as integral parts of the gaming device  
15 and are programmed at the factory to produce a limited number of  
16 sounds in response to events such as a winning combination coming  
17 up on the reels. The sounds produced by the machine can be of high  
18 quality through the use of efficient loudspeaker systems.

19 In spite of the use of such new technology, one of the major  
20 disadvantages found in the prior art regarding the sounds produced  
21 by the slot machine has gone unaddressed. Specifically, because  
22 the chips are programmed by the factory, the sounds and payouts  
23 produced by the machine cannot be changed by the customer, i.e.,  
24 the casino. The sounds and payouts produced by the gaming device  
25 thus are always the same, absent game modifications, and the gaming  
26 public may lose interest in play of the machine due to the lack of  
27 any changes in the output of the machine when winning combinations  
28 are produced. It is important to understand that on most machines

1 the sound and payout information and the payout tables are  
2 programmed on the same chip. If a user of the gaming device wishes  
3 to modify the sounds or bonuses produced by the machine, the chip  
4 containing the sound bytes must be "reburned" or reprogrammed by  
5 the factory or the casino. The reprogramming of the chip, however,  
6 will mandate review and testing of the chip by an independent  
7 testing laboratory and/or by the state gaming commission to confirm  
8 that nothing on the chip was modified except for the sounds  
9 themselves. Obviously, if retesting of the chip each time the  
10 smallest change in sound or bonuses designated by the chip is  
11 necessary, no casino location will wish to go through the process  
12 due to the length of time and expense of development and testing  
13 involved. There is, therefore, a need for a device for inclusion  
14 in a gaming device which is capable of being quickly and easily  
15 reprogrammed to produce a different sound or bonus payout in  
16 response to a particular event occurrence, and which does not  
17 require retesting by an agent of the gaming commission each time a  
18 new sound or bonus is included.

19 It is thus seen that a disadvantage of the prior art is that  
20 the sound-producing devices found in gaming devices cannot be  
21 modified by the casino to produce alternative sounds. However, it  
22 is a further disadvantage of the prior art that the sound-  
23 generating devices on all but the newest machines are often  
24 technologically insufficient to produce such sounds as human speech  
25 and difficult-to-reproduce sounds. It therefore may be desirable  
26 to enhance the sound-producing capabilities of the gaming device by  
27 "adding on" a more sophisticated sound card. Due to restrictive  
28 gaming regulations, however, any such add-on sound card would have

1 to be incapable of influencing the outcome probabilities of the  
2 gaming device, thus requiring a type of detection means for  
3 detecting specific event occurrences on the electronic circuit  
4 board or the reels of the gaming device. At present, such read-  
5 only detection devices are not found in the prior art, as most, if  
6 not all, of the sound-producing devices found in the prior art are  
7 integrated into the gaming device and such read-only detection  
8 devices are not necessary. With the rapid improvement in sound  
9 cards, however, the need for non-intrusive read-only detection  
10 devices for use in combination with an add-on sound card has  
11 arisen. There is therefore a need for such a read-only detection  
12 device used in combination with an add-on sound card.

13 One of the most recent innovations in gaming is the multi-  
14 machine jackpot, such as Quartermania, Megabucks and Cool Millions.  
15 In these games, a bank of gaming machines are connected to one  
16 another in information transmission connection such that coin input  
17 at each of the machines adds to an overall jackpot which can be hit  
18 on the any of the machines in the group. These wide-area  
19 progressive games have acted to increase game play thus increasing  
20 the handle of the casino. The disadvantage to such wide-area  
21 progressive games is that the casino is again prevented from  
22 modifying the sound or bonusing output of the machine when a  
23 jackpot or other winning combination is achieved. The casino may  
24 desire to formulate its own location-specific games, such as  
25 treasure hunts or other such games, in which the treasure would be  
26 "found" by a specific reel combination turning up on the machine.  
27 Should such a reel combination come up on the machine, the player  
28 would be notified by casino-specific sounds emanating from the

1 machine. It also may be desirable to have "treasure hunts" between  
2 multiple casino locations having wide-area progressive games, but  
3 again the sounds emitted by the machine must be modified to reflect  
4 the new game play. Obviously, the sounds included in the machine  
5 from the factory are not designed with this type of option in mind,  
6 and it would be necessary for the casino to be able to interrupt  
7 the ordinary sound production of the gaming device and substitute  
8 its own desired sound output for particular event occurrences. It  
9 is believed that the variety offered by such sound variations will  
10 significantly increase "coin in" on the various machines due to the  
11 heightened interest in the modified games.

12 Another disadvantage found in those devices representative of  
13 the prior art is that when an update of sound produced is desired,  
14 the chip carrying the sounds must be reprogrammed or "reburned".  
15 As was stated previously, on many machines the audio files are  
16 stored on and played by the same chip that controls the payouts and  
17 pay tables for the machine. Therefore, each time the chip is  
18 reprogrammed to issue new sounds, the modified chip must be  
19 retested by an independent laboratory and/or the state authorities.  
20 Obviously, a casino organization which has invested millions of  
21 dollars in slot machines does not wish to lose the use of the slots  
22 for a period of time during testing each time the sounds produced  
23 by the machine are modified. There is therefore a need for an  
24 easily updatable and reprogrammable sound-producing device for use  
25 in slot machines and the like that will increase the usable life  
26 span of the slot machine and, more importantly, require only a  
27 single round of testing when initially added to the machine.

28 There are several examples of devices in machines proposed in



1 the prior art which attempt to increase the amount of "coin in" by  
2 increasing interest in the games. For example, Nishikawa, U.S.  
3 Patent No. 4,522,399, discloses a device for generating an impact  
4 sound for a slot machine, the device intentionally producing an  
5 impact sound when reels start to be rotated by motors. Clearly,  
6 however, this device cannot be modified in any meaningful way to  
7 produce a variety of sounds and thus its application to the gaming  
8 industry is limited.

9 It has also been found that there is a substantial interest in  
10 the development of a bonusing system for electronic gaming devices  
11 which outputs bonus items, the items either having intrinsic value  
12 or being representative of the bonus received and which are  
13 redeemable for the indicated bonus. As was stated previously, any  
14 such add-on electronic activity detector would have to be incapable  
15 of influencing the outcome probabilities of the gaming device, and  
16 thus a uni-directional detection device for detecting specific  
17 event occurrences on the electronic circuit board would be  
18 preferred. In a typical slot machine, there are numerous machine  
19 event occurrences which would need to be sampled in order to  
20 determine whether the particular event has occurred. These include  
21 such occurrences as a bill accepted into the machine, a jackpot  
22 being hit, coin in, coin out and other display data. Each of these  
23 machine inputs and outputs would need to be monitored to determine  
24 event occurrences, but must be monitored in such a way that the  
25 event occurrence cannot be tampered with in order to conform to  
26 applicable gaming regulations. Therefore, as was stated  
27 previously, there is a need for an electronic activity detector and  
28 command generator which is capable of detecting event occurrences

1 on the circuit board of a gaming device and then issue appropriate  
2 demands in response to those event occurrences which will cause  
3 connected output devices to perform designated tasks.

4 By way of clarification, the electronic activity detecting  
5 portion of the card is that portion of the card that will identify  
6 that an event is taking place within the machine (i.e. coin in,  
7 jackpot. etc...), and the command portion of the card is that  
8 portion which recognizes the event and dictates the proper  
9 response. Although it is expected that one of the major output  
10 functions of any card performing these functions would be that of  
11 sound reproduction, there is also a need for other types of  
12 outputs, including printer functions, lights and gaming  
13 information. It is important to note that there are no devices  
14 found in the prior art which can be connected to one or more output  
15 devices such as a sound card, a printer, a set of lights or a  
16 player's card information system. There is therefore a need for a  
17 device which can read and react to gaming machine outputs, and,  
18 depending on the programming of the device, output the appropriate  
19 command signals to output devices to drive the output devices to  
20 perform their respective functions without affecting the regulated  
21 components of the gaming device.

22 At the present time, bonuses on gaming devices are delivered  
23 through the standard payment mechanism of an individual machine.  
24 For example, if a specific reel combination is hit for 25 coins  
25 plus a spin of the bonus wheel, the wheel will spin and stop on a  
26 number or multiplier in an apparently random fashion (i.e. if it  
27 stops on 50 coins then a total of 75 coins were won). However, the  
28 total payment of 75 coins was predetermined at the time the reel

1 combination was hit, and therefore in cases like this the bonuses  
2 are not really "bonuses" but rather a split payment of the actual  
3 payout with one part of the split payment having the appearance of  
4 a bonus.

5       It has also been found that increased game play can result  
6 from the dispensing or paying of bonuses in connection with  
7 particular reel or display combinations on the electronic gaming  
8 device being hit. Such bonusing items could include plush toys,  
9 vouchers for meals, cash, lottery tickets, coupons, promotional  
10 materials, other prizes or almost any other type of prize award.  
11 At the present time, the prior art does not disclose the dispensing  
12 or printing of a bonus item from a secondary output device not  
13 directly associated with the standard payment device on the gaming  
14 device, most commonly a coin or scrip dispenser, the bonus being  
15 dispensed in connection with a predetermined event or series of  
16 events occurring on the gaming device, such as coin in or a  
17 particular combination being "hit" on the electronic gaming device.  
18 There is therefore a need for such a bonusing system which would  
19 both increase game play and decrease the dissatisfaction of the  
20 consumer, as a reel combination that is not ordinarily a payout  
21 combination may result in the obtaining of bonus prizes.

22       Therefore, an object of the present invention is to provide a  
23 printing and dispensing bonusing system for electronic gaming  
24 devices.

25       Another object of the present invention is to provide a  
26 printing and dispensing bonusing system for electronic gaming  
27 devices which includes at least one detection device adapted for  
28 connection to an electronic apparatus which is operative to detect

1 selected event occurrences on the electronic apparatus and output  
2 event occurrence notification signals upon detection of an event.

3 Another object of the present invention is to provide a  
4 printing and dispensing bonusing system for electronic gaming  
5 devices which includes an event detection sampling device in  
6 information transmission connection with the detection devices, the  
7 event detection sampling device operative to receive and detect the  
8 event occurrence notification signals from the detection devices,  
9 analyze the signals and output event occurrence information signals  
10 specifying the occurrence of a preselected event or events on the  
11 electronic apparatus circuit board.

12 Another object of the present invention is to provide a  
13 printing and dispensing bonusing system for electronic gaming  
14 devices which includes a programmable event occurrence information  
15 signal computing device in information transmission connection with  
16 the event detection sampling device, the computing device operative  
17 to receive and analyze event occurrence information signals output  
18 by the event detection sampling device and upon detection of event  
19 occurrence information signals, output command signals for  
20 initiating operation of a printing and dispensing device connected  
21 to the programmable event occurrence information signal computing  
22 device, the printing and dispensing device operative to dispense or  
23 print a bonus item or information from a secondary output device  
24 not directly associated with the standard coin or scrip dispenser,  
25 the bonus being dispensed in connection with at least one event  
26 occurring on the electronic gaming device.

27 Another object of the present invention is to provide a  
28 printing and dispensing bonusing system for electronic gaming

1 devices which may be quickly and easily reprogrammed to produce  
2 different outputs in response to the same reel combinations turning  
3 up on the machine.

4 Another object of the present invention is to provide a  
5 printing and dispensing bonusing system for electronic gaming  
6 devices, particularly a casino gaming device, which is capable of  
7 sampling event occurrences on the circuit board of the gaming  
8 device that is clearly incapable of influencing the outcome of any  
9 gaming event in the gaming device, thus permitting the electronic  
10 activity detector and command generator to be added to gaming  
11 machines while requiring only minimal inspection by a gaming  
12 commission or its agent. Future operational modifications will not  
13 require reinspection by the gaming commission or its agent.

14 Finally, another object of the present invention is to provide  
15 a printing and dispensing bonusing system for electronic gaming  
16 devices which is durable in construction and safe and efficient in  
17 use.

## Summary of the Invention

The present invention provides a printing and dispensing bonusing system for electronic gaming devices, particularly a casino gaming device, which includes at least one detection device which is adapted for connection to an electronic apparatus, the detection device operative to detect selected event occurrences on an electronic apparatus and output event occurrence notification signals upon detection of an event. An event detection sampling device is connected in information transmission connection with the detection means, the event detection sampling device operative to detect and receive event occurrence notification signals from the detection devices, analyze the received event occurrence notification signals and output event occurrence information signals including information specifying event occurrences. Connected in information transmission connection with the event detection sampling device is an event occurrence information signal computing device which is operative to receive and analyze the event occurrence information signals output by the event detection sampling device and upon detection of selected event occurrence information signals, output command signals for initiating at least one connected output device to perform a selected operation corresponding to the outputted command signal. The output device is operative to accept command signals from the programmable event occurrence information signal computing device and output the appropriate response corresponding to the command signal.

The present invention also provides a printing and dispensing bonusing system for electronic gaming devices, particularly a casino gaming device, which includes at least one detection device

1 which is adapted for connection to an electronic apparatus or which  
2 is integral with the device, the detection device operative to  
3 detect selected event occurrences on an electronic apparatus and  
4 output event occurrence notification signals upon detection of an  
5 event. An event detection sampling device is connected in  
6 information transmission connection with the detection device, the  
7 event detection sampling device operative to detect and receive  
8 event occurrence notification signals from the detection devices,  
9 analyze the received event occurrence notification signals and  
10 output event occurrence information signals including information  
11 specifying preselected event occurrences. Connected in information  
12 transmission connection with the event detection sampling device is  
13 an event occurrence information signal computing device which is  
14 operative to receive and analyze the event occurrence information  
15 signals output by the event detection sampling device and upon  
16 detection of those event occurrence information signals, output  
17 command signals for initiating operation of a bonus printing and  
18 dispensing device connected to the programmable event occurrence  
19 information signal computing device operative to dispense or print  
20 a bonus item or bonus information from a secondary output device  
21 not associated with the standard coin or scrip dispenser, the bonus  
22 being dispensed in connection with at least one predetermined  
23 combination being "hit" on the electronic gaming device.

24 The advantages of the present invention over those devices  
25 found in the prior art are numerous and include the fact that the  
26 present invention may be added to any existing gaming device to  
27 produce alternative command outputs in response to event  
28 occurrences in the electronic apparatus, thereby engaging various

1 output devices. Furthermore, because the present invention is  
2 reprogrammable in a quick and easy manner, a variety of response  
3 schemes may be instituted over the life span of a gaming device,  
4 thus insuring that consumer interest in the game remains relatively  
5 high. Also, because the present invention is designed to sample  
6 events off of the electronic apparatus and cannot be used to modify  
7 the probabilities of gaming occurrences, it is believed that the  
8 present invention will be acceptable for use with slot machines and  
9 the like without requiring any more than minimal additional  
10 inspection and certification by the gaming commissions of the  
11 various jurisdictions or their agents. Because the computing  
12 device on the programmable electronic activity detector and command  
13 generator may be programmed to interrupt the normal sound and  
14 display output of the gaming device and substitute an alternative  
15 sound or display, exciting new varieties of games may be introduced  
16 even though the new game is being played on the old piece of gaming  
17 machinery. Also, one of the most exciting features of the present  
18 invention is that unique messages such as advertisements for casino  
19 activities and the like or interactive gaming experiences can be  
20 included in the programmable electronic activity detector and  
21 command generator, and the variety of messages is almost unlimited.

22 The present invention also combines the excitement of the  
23 traditional slot machine with an entirely new element of gaming,  
24 the printing or dispensing of bonus information or items through a  
25 secondary output device which is unrelated to the standard payment  
26 device. With the present invention, not only are winning reel  
27 combinations paid, but the player also will have the opportunity to  
28 win bonus prizes based on the occurrence of preselected events or



1 a series of events, such as reel combinations. Therefore, the  
2 present invention provides a substantial improvement over those  
3 devices found in the prior art.

1 **Brief Description of the Drawings**

2 Figure 1 is a high level block diagram of the present  
3 invention showing the elements thereof;

4 Figures 2A-2E are detailed circuit diagrams of the input  
5 section of the electronic activity detector and command generator;  
6 and

7 Figures 3A-3E are detailed circuit diagrams of the event  
8 occurrence information signal computing device or main computing  
9 unit showing the inputs and outputs thereof.

## 1 **Description of the Preferred Embodiment**

2       The following description discloses two embodiments of the  
3 present invention. The first embodiment is a programmable  
4 electronic activity detector and command generator illustrated in  
5 Figures **1-3E**.

6       Figures **2A-2E** and **3A-3E** illustrate the programmable electronic  
7 activity detector and command generator **200** of the present  
8 invention. As shown in Figure **1**, the embodiment includes a machine  
9 interface **202** which consists of the connection of the programmable  
10 electronic activity detector and command generator **200** to the  
11 circuit board **300** of an electronic device. In this instance, as  
12 shown in Figures **2A-3E**, the electronic device would be a typical  
13 slot machine having display data output, machine input information  
14 and machine output information which may be either sampled on the  
15 circuit board itself as will be necessary with many retrofit  
16 situations, or the slot machine may include a wiring harness which  
17 allows for simple connection to each of the data output locations  
18 from the circuit board. In either event, the machine interface **202**  
19 will access the information sites on the circuit board and allow  
20 for the event occurrence data to be transferred to the programmable  
21 electronic activity detector and command generator **200**.

22       The machine interface **200** is connected, in the preferred  
23 embodiment, through a series of diodes and dip switches to the  
24 event detector devices **204a-o** which operate to read the machine  
25 outputs. The event detector devices may be of various types of  
26 detectors, including optical isolators or the like, so long as the  
27 primary function of unobtrusively determining event occurrences is  
28 fulfilled. Each of the event detector devices **204a-o** are

1 connected to one of the machine output lines **201a-o** and therefore  
2 when an event occurs on any of the machine output lines **201a-o**, the  
3 event detector device **204a-o** associated with that event will  
4 signify the occurrence of that event yet prevent any potential  
5 modification of the event status due to the one-way nature of the  
6 event detector devices. After the event detector device **204a-o**  
7 activates in response to event occurrence on the machine board, the  
8 event occurrence notification signal corresponding to that event  
9 occurrence is transmitted to the data capture segment **206** of the  
10 embodiment **200**. The data capture segment **206** consists of a  
11 plurality of input registers which receive the incoming event  
12 occurrence notification signal from the event detector devices  
13 **204a-o** and interfaces the signal from the machine interface **202** to  
14 the event occurrence information signal computing device or main  
15 computing unit **240**. The input registers **208b** and **208c** are each  
16 preferably connected to the machine inputs and machine outputs on  
17 the machine output line **201d-o** whereas input register **208a** is  
18 preferably connected to the display data coming from machine output  
19 lines **201a**, **201b** and **201c**. The display data is in serial format  
20 coming from the circuit board **300** of the slot machine and thus must  
21 be changed over to parallel to permit the main computing unit **240**  
22 to access the incoming display data. For this reason, each of the  
23 incoming display unit lines is converted from serial to parallel  
24 format by an appropriate converter, shown as converter units **210a**,  
25 **210b** and **210c**. The display data is then fed into input register  
26 **208a** before being forwarded onto the main computing unit **240**.  
27 Finally, input register **208d** is designed for use with eight-bit  
28 addressing systems for future possible uses.

1 It should be clear that an additional operational feature of  
2 the data capture portion **206** of the embodiment **200** of Figures **1-3E**  
3 is that the data capture portion **206** must be organized to permit  
4 the main computing unit **240** to sample the incoming data to  
5 determine event occurrences on the circuit board **300** of the slot  
6 machine. This would commonly be done by clock pulse  
7 synchronization or multiplexing in which the main computing unit  
8 **240** is programmed to periodically "poll" each of the input  
9 registers **208a-d** to determine if an event has occurred. Each of  
10 the input registers **208a-d** may be polled in turn to determine an  
11 event occurrence detected by the input registers **208a-d** thus  
12 permitting the connection of all of the input register outputs to  
13 be placed on a signal bus line **212** leading to the main computing  
14 unit **240**. The polling operation will be made more clear in the  
15 discussion regarding the main computing unit **240**, but it should be  
16 generally understood that the input registers **208a-d** operate in a  
17 manner generally understood by those skilled in the art.

18 The input registers **208a-d** of the data capture portion **206** are  
19 connected in information transmission connection by bus **212** to the  
20 programmable event occurrence information signal computing device  
21 **240** which will be referred to herein as the MCU (main computing  
22 unit). The MCU **240** is programmed to scan the input registers  
23 within the data capture portion **206** of the alternative embodiment  
24 and remove, identify and compare the event occurrence notification  
25 signals found within those registers to a decision table preloaded  
26 into the registers of the MCU **240** itself. This decision table may  
27 take any accepted form so long as the MCU **240** is able to access the  
28 data, identify particular event occurrence information signals and

1 output command signals to connected output devices which command  
2 those output devices to perform certain functions based on  
3 particular machine events. For example, common machine events may  
4 include coin in, handle pull, jackpot, any other payoff combination  
5 or non-winning combination or the like.

6 The MCU **240** will preferably be an eight-bit CMOS  
7 microcontroller manufactured by Microchip Technology, Inc., part  
8 No. PIC16C6X. Of course, it is to be understood that numerous  
9 other types of microcontrollers may be used with the present  
10 invention provided those microcontrollers are programmable to  
11 perform the same or similar operations. Although the MCU **240** is  
12 shown as being wired into the system in one particular design in  
13 Figures **3A-3E**, it should be further understood that the exact  
14 layout and connection of the hardware elements described herein is  
15 not overly critical to the present invention so long as the  
16 embodiment **200** is able to function as intended. Furthermore,  
17 although the MCU **240** of the present invention is programmed using  
18 RISC code, it is to be understood that the exact object code to be  
19 used in the MCU **240** is not critical to the invention so long as the  
20 MCU **240** operates to perform all of its intended functions.

21 When the MCU **240** identifies that an event occurrence  
22 information signal received from one of the input registers **208a-d**  
23 corresponds to a table event within the register of the MCU **240**,  
24 the MCU **240**, due to its programming, determines that a command  
25 signal should be sent to a connected output device. As best seen  
26 in Figures **6**, the MCU **240** is programmed and hardwired to output  
27 command signals in two basic formats, one being a simple command  
28 pulse or device trigger for the triggering of an output device such

1 as a bell, whistle, or light, and the second being a serial  
2 interface for connection to more sophisticated output devices such  
3 as a sound card or a printer. The programmable electronic activity  
4 detector and command generator **200** of the present invention is  
5 designed to substitute alternative output device responses for  
6 particular event occurrences in the slot machine. Obviously,  
7 modification and/or replacement of all of the event occurrences  
8 produced by the machine is not necessary nor even advisable in many  
9 instances and therefore the MCU **240** is operative to replace or  
10 supplement only those events designated for replacement by the  
11 event table in the MCU and allow the remaining machine outputs to  
12 be produced normally by the slot machine.

13 When the MCU **240** detects that a designated event has occurred  
14 in the slot machine by a match of a selected event occurrence  
15 information signal and an event held within the table, the MCU **240**  
16 generates a command signal which is sent to connected output  
17 devices. Depending on the event occurrence in the slot machine,  
18 the command signal which is output by the MCU **240** will be a command  
19 pulse, which will be sent via the auxiliary triggers **242a** and **242b**  
20 which send a simple trigger pulse to connected output devices  
21 designed for activation by such command pulses, or will be a serial  
22 format command signal for commanding serial output devices such as  
23 an audio card, a printer or other such serial output device. The  
24 information transmission connection of the MCU **240** to the serial  
25 output devices would preferably consist of a serial peripheral  
26 interface **244** of an industry standard format. Finally, the serial  
27 command signals output by the MCU **240** would preferably be in  
28 standard serial format to permit the use of many different types of

1 output devices with the programmable electronic activity detector  
2 and command generator **200**, connection to which would be by a  
3 standard serial cable. Of course, as a virtually limitless number  
4 of types of output devices may be used with the presently described  
5 device, the command signals output by the MCU **240** may be modified  
6 to conform to the particular connected output device, as would be  
7 understood by one skilled in the art.

8       The command signals sent by the MCU **240** would preferably be in  
9 the format commonly used for command of printers, sound cards and  
10 the like to facilitate the use of the present invention with  
11 already existing hardware, and the programming and operation of  
12 such devices is well-known in the prior art. One important aspect  
13 of the present invention is that allowance has been made for the  
14 MCU **240** to include a network interface **260** which can be used to  
15 connect the programmable electronic activity detector and command  
16 generator **200** to a central control system (not shown). Through the  
17 network interface **260**, the central control system will be able to  
18 collect event information from the slot machine and also will be  
19 able to download command information to the programmable electronic  
20 activity detector and command generator **200** to activate connected  
21 output devices. A prime example of the use of this connection  
22 would be to immediately reward a game player upon hitting a certain  
23 combination on the reels, which was being monitored over the  
24 central control system. It is expected that the network system  
25 would be implemented as was previously discussed, although any  
26 appropriate network system could be used for the present invention.

27       One other possible use of the present invention is as a tie-in  
28 with state-run lotteries in which the network capabilities of the



1 present invention would be used to provide a wide-area "Powerball"  
2 type jackpot payoff on one particular combination being achieved.  
3 The specific nature of this implementation will be made apparent in  
4 future documentation, but this and other such examples serve to  
5 illustrate the virtually limitless possibilities for use of the  
6 present invention.

7 The second embodiment of the present invention is similar in  
8 function to the first embodiment, but incorporates additional  
9 features which further emphasize the unique aspects of the present  
10 invention. The bonus printing and dispensing method of the present  
11 invention includes the features of the previous embodiment but  
12 provides a bonus printing and dispensing device operatively  
13 connected to the MCU **240** and the command signals sent by the MCU  
14 **240** correspond to the occurrence of preselected event or series of  
15 events occurring on the electronic gaming device. The detection of  
16 a preselected event or series of events is performed by the event  
17 detector devices **204a-o** which signal the occurrence of the event by  
18 the transmission of an event occurrence notification signal  
19 corresponding to that event occurrence to the data capture segment  
20 **206** of the embodiment **200**. The event detector devices **204a-o** may  
21 be of various types as described previously, and may even be  
22 constructed as integral elements of the gaming device, so long as  
23 they function to detect event occurrences in the gaming device.  
24 The MCU **240** is programmed to recognize those preselected event  
25 occurrences, the programming being done by standard programming  
26 methods understood to those skilled in the art, and issue command  
27 signals to the connected bonusing system of the present invention,  
28 which, in the preferred embodiment, may include a bonus information

1 printing device, bonus item dispensing device and/or a connected  
2 electronic gaming device to output a bonus item or bonus  
3 information. It is important to note that the bonus printing or  
4 dispensing device is separate from the standard payout device of  
5 the electronic gaming device and is controlled separately by the  
6 MCU **240**. This means that the bonus payout is independent of the  
7 regular payout and can be modified without affecting the payout of  
8 the gaming device. This allows the casino or operator to modify  
9 the bonus payouts according to its wishes, without requiring  
10 additional inspection by a gaming commission or its agent.

11 A preferred embodiment of the bonusing system of the present  
12 invention would include a printing device operative to print bonus  
13 prize information which would be redeemable for a selected bonus  
14 prize. When a preselected event or series of events occurs on the  
15 gaming device, the printing device is commanded by the MCU **240** to  
16 dispense a printed ticket or voucher which can be redeemed for the  
17 selected bonus item or prize. Alternatively, the system would  
18 include a dispensing device which could be a vending device or the  
19 like which operative to output bonus items including coin, cash,  
20 bonus tickets, lottery tickets, scratch off tickets,  
21 complimentaries, promotional materials, and other such bonus  
22 awards.

23 Of course, the key and critical element of the above invention  
24 is that bonus payout is printed or dispensed by a separate device  
25 independent of the standard payout device of the gaming device and  
26 is tied to the occurrence of selected reel or outcome combinations  
27 on the electronic gaming device, and other occurrences on the  
28 gaming device do not directly influence the bonus payout. The

1 above-described invention is believed to provide a substantial  
2 improvement over the prior art, as the player of the gaming device  
3 will not only win standard payouts but will also win bonus prizes  
4 based on selected events or series of events occurring. Moreover,  
5 as the present invention provides a legitimate bonus versus a split  
6 payment of a predetermined amount, the player is more likely to  
7 continue playing the gaming device regardless of outcome, as they  
8 will still be receiving bonus prizes. Finally, as the present  
9 invention provides bonuses not connected with the payment  
10 calculations of the machine, the player may receive bonuses despite  
11 not hitting a standard payout combination.

12 It is to be understood that numerous additions, modifications,  
13 and substitutions may be made to the programmable electronic  
14 activity detector and command generator **200** and printing and  
15 dispensing bonusing system of the present invention which fall  
16 within the intended broad scope of the appended claims. For  
17 example, the microprocessors may potentially be combined into a  
18 single microprocessor chip programmed to perform the functions of  
19 each of the three chips. Furthermore, the specific object code  
20 used to program the microprocessors may be modified or changed in  
21 many ways so long as the function of each of the elements of the  
22 programmable electronic activity detector and command generator **200**  
23 and printing and dispensing bonusing system are able to function in  
24 the correct and efficient manner. Also, the detection devices of  
25 the present invention, described herein as optical interfaces, may  
26 be modified, changed or replaced entirely with detection devices  
27 which fulfill the intended function of identification of event  
28 occurrences and transfer of that information to the programmable

1 electronic activity detector and command generator **200**.  
2 Possibilities include optical readers which read the reel  
3 combinations produced by the machine and electromagnetic pulse  
4 detectors for detection of event occurrence signals, in addition to  
5 detectors directly connected to the gaming device or formed  
6 integrally therewith. Also, the exact designs and structures of  
7 the programmable electronic activity detector and command generator  
8 **200** and printing and dispensing bonusing system may be rearranged  
9 or modified as necessary to fit within the gaming device  
10 environment. Finally, the printing and dispensing bonusing system  
11 of the present invention may be modified or changed to issue  
12 different types of bonuses in connection with different series of  
13 occurrences on the gaming device, in addition to various types of  
14 printing and dispensing devices.

15       There have thus been shown and described a programmable  
16 electronic activity detector and command generator **200** and a  
17 printing and dispensing bonusing system which accomplish at least  
18 all of their stated objectives.  
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1 I claim:

2 1. A printing and dispensing bonusing system for electronic  
3 gaming devices, said system comprising;

4  
5 at least one detection means adapted for connection to an  
6 electronic apparatus, said detection means operative to detect  
7 selected event occurrences on an electronic apparatus and  
8 output event occurrence notification signals upon detection of  
9 an event;

10  
11 event detection sampling means in information transmission  
12 connection with said detection means, said event detection  
13 sampling means operative to detect and receive event  
14 occurrence notification signals from said detection means,  
15 analyze said event occurrence notification signals and output  
16 event occurrence information signals including information  
17 specifying selected event occurrences;

18  
19 event occurrence information signal computing means in information  
20 transmission connection with said event detection sampling  
21 means, said signal computing means operative to receive and  
22 analyze said selected event occurrence information signals  
23 output by said event detection sampling means and upon  
24 detection of selected event occurrence information signals,  
25 output command signals for initiating operation of at least  
26 one bonus printing/dispensing device connected to said  
27 programmable event occurrence information signal computing  
28 device;

1 said at least one bonus printing/dispensing device independent of  
2 a standard output device of the electronic gaming device and  
3 operative to accept command signals from said programmable  
4 event occurrence information signal computing device and to  
5 print and dispense bonus information and awards resulting from  
6 selected events occurring on the electronic gaming device  
7 whereby an operator/player of the electronic gaming device is  
8 awarded selected bonus information and awards.

9  
10 **2.** The printing and dispensing bonusing system for  
11 electronic gaming devices of claim **1** wherein said detection means  
12 comprise a plurality of optical isolators.

13  
14 **3.** The printing and dispensing bonusing system for  
15 electronic gaming devices of claim **1** wherein said event detection  
16 sampling means comprises at least one input register operative to  
17 monitor said detection means such that any event occurrence on said  
18 electronic apparatus will be detected and stored for access by said  
19 event occurrence information signal computing means.

20  
21 **4.** The printing and dispensing bonusing system for  
22 electronic gaming devices of claim **3** wherein said event detection  
23 sampling means is operative to receive and analyze said event  
24 occurrence signals output by an electronic apparatus to determine  
25 the specific event that has occurred in an electronic apparatus,  
26 said event detection sampling means operative to store said event  
27 in data storage registers within said event detection sampling  
28 means.

1       **5.** The printing and dispensing bonusing system for  
2 electronic gaming devices of claim **4** wherein said event occurrence  
3 information signal computing means comprises a programmable  
4 microcontroller chip programmed to scan said data storage registers  
5 within said event detection sampling means and remove, identify and  
6 compare a selected event occurrence notification signal found  
7 within a selected data storage register of said event detection  
8 sampling means with an event occurrence table encoded into data  
9 storage registers within said event occurrence information signal  
10 computing means, said table corresponding to selected event  
11 occurrence information signals which in turn correspond to  
12 particular event occurrences on an electronic apparatus.

13  
14       **6.** The printing and dispensing bonusing system for  
15 electronic gaming devices of claim **5** wherein said event occurrence  
16 information signal computing means further is operative to identify  
17 a match of an event occurrence information signal and an event  
18 occurrence number within said registers of said event occurrence  
19 information signal computing means, said event occurrence  
20 information signal computing means operative to output one of said  
21 command signals related to said event occurrence number to at least  
22 one of said connected bonus printing/dispensing device.

23  
24       **7.** The printing and dispensing bonusing system for  
25 electronic gaming devices of claim **1** wherein said at least one  
26 bonus printing/dispensing device comprises at least one printing  
27 device operative to dispense a printed ticket or voucher  
28 representative of the selected bonus item.

1       **8.**   The printing and dispensing bonusing system for  
2 electronic gaming devices of claim **1** wherein said at least one  
3 printing/dispensing device comprises at least one dispensing device  
4 which is operative to output bonus items selected from the group of  
5 coin, cash, scrip, bonus tickets, lottery tickets, scratch off  
6 tickets, complimentaries and promotional materials.



1       9.    A printing and dispensing bonusing system for electronic  
2 gaming devices, said system comprising;

3  
4 at least one detection means adapted for connection to an  
5 electronic apparatus, said detection means operative to detect  
6 selected event occurrences on an electronic apparatus and  
7 output event occurrence notification signals upon detection of  
8 an event;

9  
10 event detection sampling means in information transmission  
11 connection with said detection means, said event detection  
12 sampling means operative to detect and receive event  
13 occurrence notification signals from said detection means,  
14 analyze said event occurrence notification signals and output  
15 event occurrence information signals including information  
16 specifying event occurrences; and

17  
18 event occurrence information signal computing means in information  
19 transmission connection with said event detection sampling  
20 means, said signal computing means operative to receive and  
21 analyze said event occurrence information signals output by  
22 said event detection sampling means and upon detection of  
23 selected event occurrence information signals, output command  
24 signals for initiating at least one connected output device to  
25 perform a selected operation corresponding to said command  
26 signal.

1       **10.** A printing and dispensing bonusing system for electronic  
2 gaming devices, said system comprising;

3  
4 at least one detection means for detecting selected event  
5 occurrences on an electronic apparatus and outputting event  
6 occurrence notification signals upon detection of an event;

7  
8 event detection sampling means in information transmission  
9 connection with said detection means, said event detection  
10 sampling means operative to detect and receive event  
11 occurrence notification signals from said detection means,  
12 analyze said event occurrence notification signals and output  
13 event occurrence information signals including information  
14 specifying selected event occurrences;

15  
16 event occurrence information signal computing means in information  
17 transmission connection with said event detection sampling  
18 means, said signal computing means operative to receive and  
19 analyze said event occurrence information signals output by  
20 said event detection sampling means and upon detection of  
21 selected event occurrence information signals, output command  
22 signals for initiating operation of at least one bonus  
23 printing/dispensing device connected to said programmable  
24 event occurrence information signal computing device;

25  
26 said at least one bonus printing/dispensing device independent of  
27 a standard output device of the electronic gaming device and  
28 operative to accept command signals from said programmable

1 event occurrence information signal computing device and to  
2 print and dispense bonus information and awards resulting from  
3 selected events occurring in the electronic gaming device  
4 whereby an operator/player of the electronic gaming device is  
5 awarded preselected bonus information and awards.  
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1 **Abstract of the Invention**

2       The present invention provides a printing and dispensing  
3 bonusing system for electronic gaming devices, particularly a  
4 casino gaming device, which includes at least one detection device  
5 which is adapted for connection to an electronic apparatus, the  
6 detection device operative to detect selected event occurrences on  
7 an electronic apparatus and output event occurrence notification  
8 signals upon detection of an event. An event detection sampling  
9 device is connected in information transmission connection with the  
10 detection device, the event detection sampling device operative to  
11 detect and receive event occurrence notification signals from the  
12 detection devices, analyze the received event occurrence  
13 notification signals and output event occurrence information  
14 signals including information specifying selected event  
15 occurrences. Connected in information transmission connection with  
16 the event detection sampling device is an event occurrence  
17 information signal computing device which is operative to receive  
18 and analyze the event occurrence information signals output by the  
19 event detection sampling device and upon detection of selected  
20 event occurrence information signals, output command signals for  
21 initiating operation of at least one bonus printing and dispensing  
22 device connected thereto, independent of a standard output device  
23 of the electronic gaming device and operative to accept command  
24 signals from the computing device and to print and dispense bonus  
25 information and awards resulting from selected combinations being  
26 produced by the electronic gaming device whereby an operator/player  
27 of the electronic gaming device is awarded selected bonus items and  
28 awards.

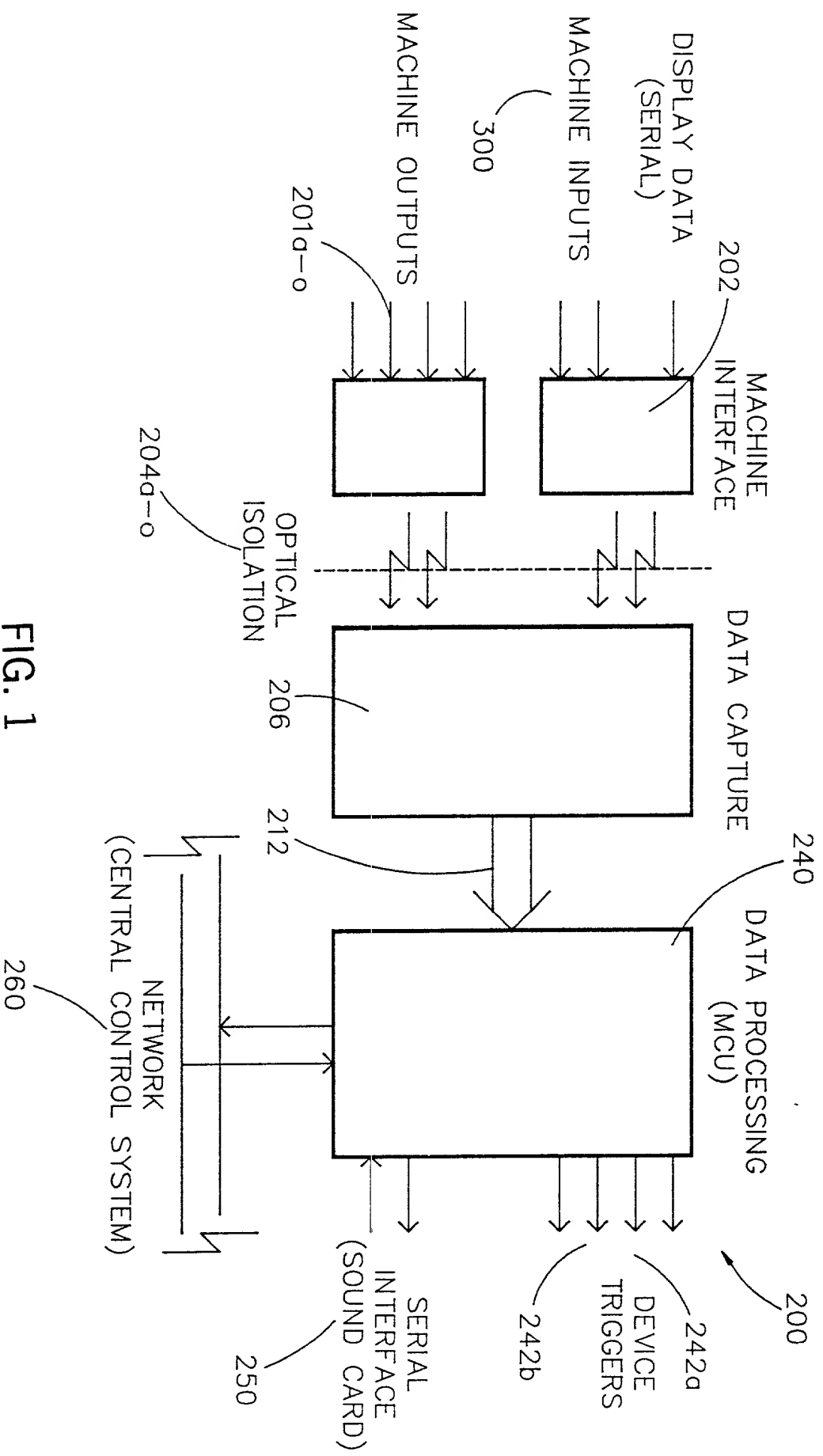


FIG. 1

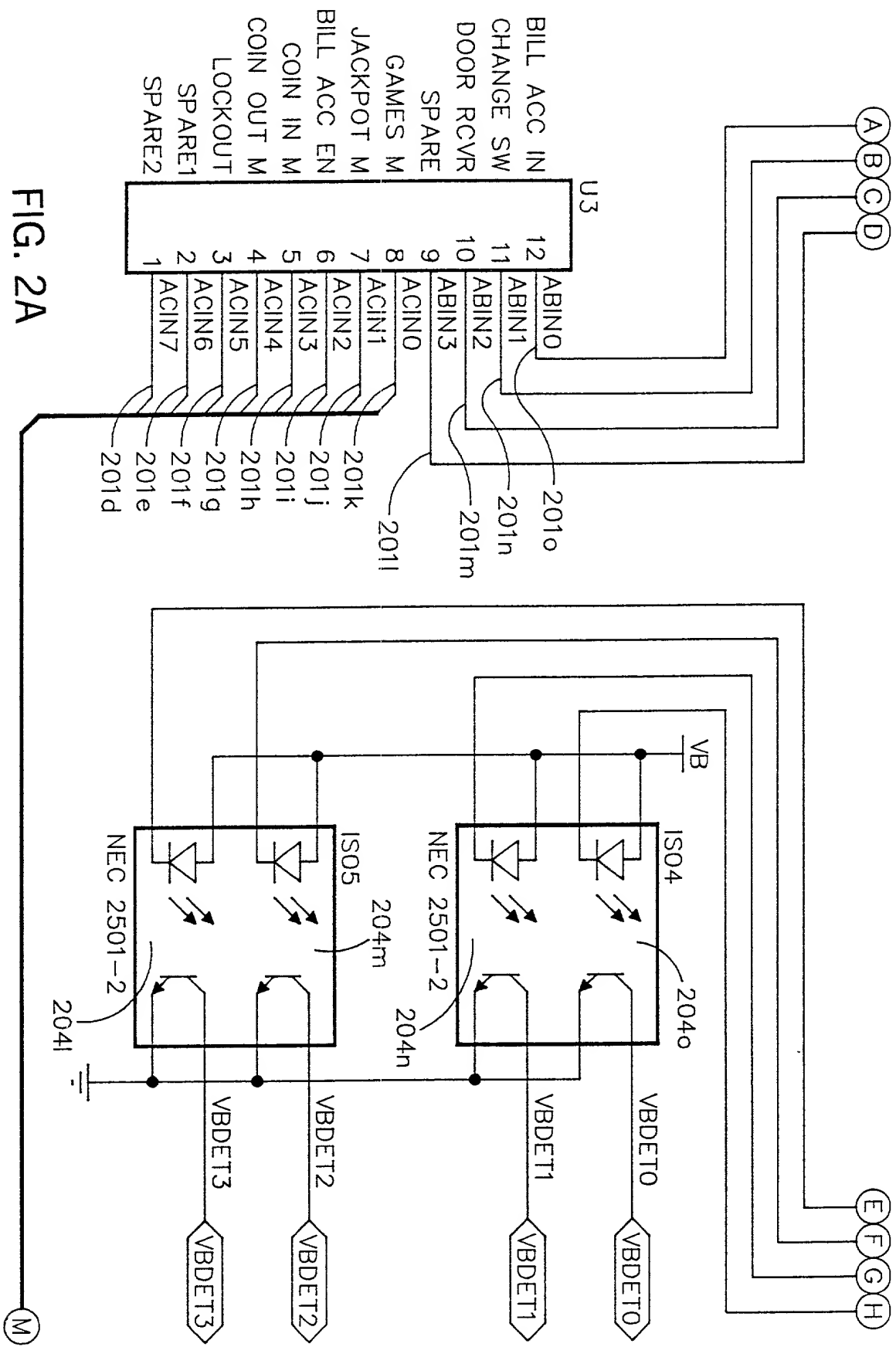


FIG. 2A is a schematic diagram of a system 200. The system 200 includes a microcontroller 201 and a display assembly 204. The microcontroller 201 is connected to the display assembly 204 via a bus 201a. The display assembly 204 includes two NEC 2501-2 modules (204m and 204n) and a common ground 204l. The microcontroller 201 has pins for address (ABIN0-3), data (ACIN0-7), and control (BILL ACC IN, CHANGE SW, DOOR RCVR, SPARE, GAMES M, JACKPOT M, COIN IN M, COIN OUT M, LOCKOUT, SPARE1, SPARE2). The display assembly 204 includes two NEC 2501-2 modules (204m and 204n) with internal ISO4 and ISO5 chips. It features 16 VBD pins (VBD0-H) and 3 VBE pins (VBE1-3). A common ground 204l is connected to a monitor symbol M.

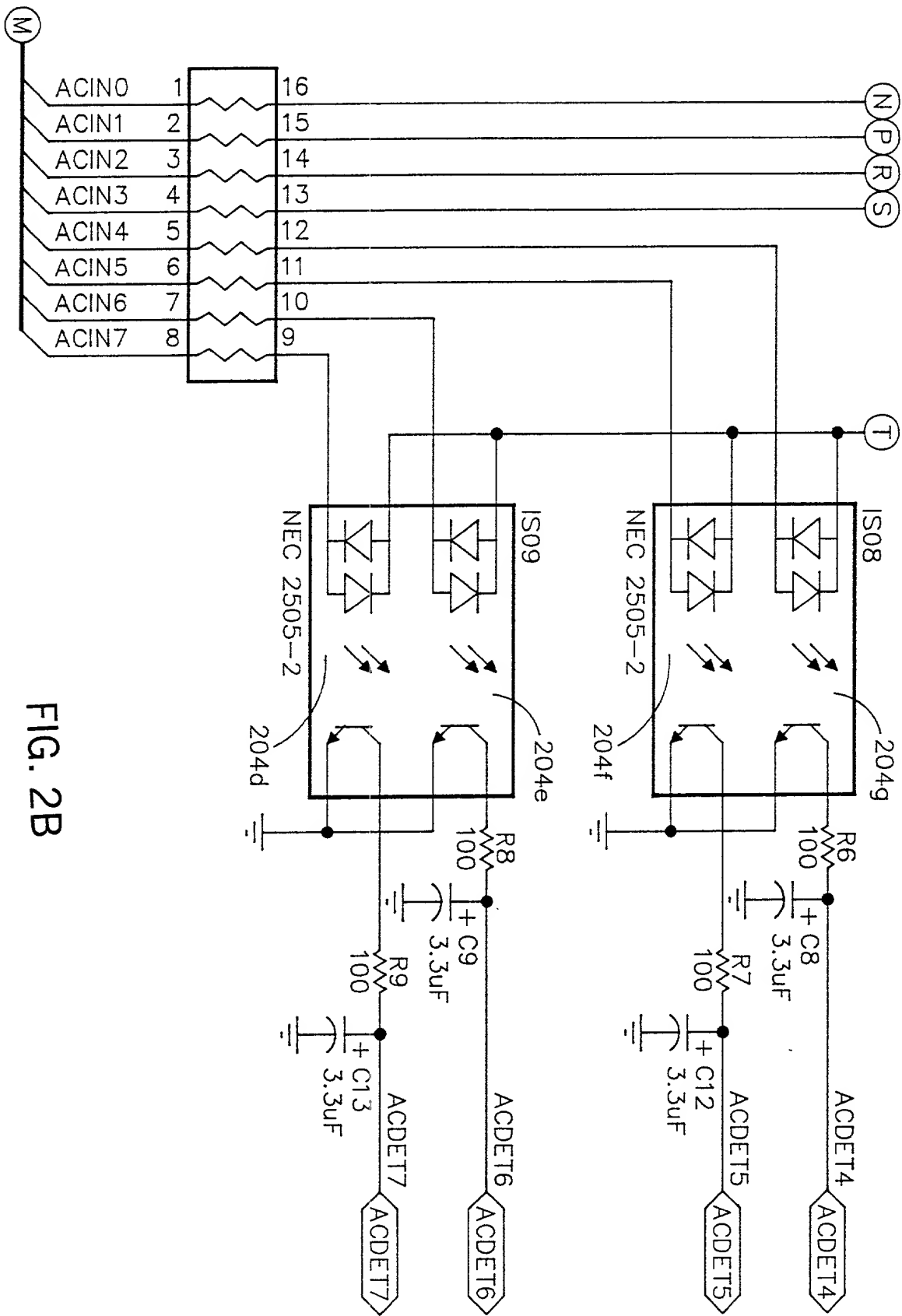
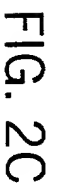


FIG. 2B

FIG. 2B is a schematic diagram of a motor control system. The system includes a motor (M) and a motor (T) connected to a terminal block. The terminal block has pins 1 through 8 labeled ACIN0 through ACIN7. The motor (M) is connected to pins 1 through 8. The motor (T) is connected to pins 9 through 16. The system includes two motor drivers, IS08 and IS09, each implemented with an NEC 2505-2 IC. The IS08 driver is connected to Motor T and the IS09 driver is connected to Motor M. Both drivers have a feedback network consisting of a resistor (R6, R8), a capacitor (C8, C9), and a diode (C12, C13) connected to ground. The output of the IS08 driver is connected to the ACDET4 and ACDET5 terminals, and the output of the IS09 driver is connected to the ACDET6 and ACDET7 terminals. The diagram also shows the internal structure of the NEC 2505-2 IC, including the 204g and 204d pins, and the internal components like the 204f and 204e pins.



Year	1990	1991	1992	1993	1994	1995	1996	1997	1998	1999	2000	2001	2002	2003	2004	2005	2006	2007	2008	2009	2010	2011	2012	2013	2014	2015	2016	2017	2018	2019	2020	2021	2022	2023	2024	2025	2026	2027	2028	2029	2030	2031	2032	2033	2034	2035	2036	2037	2038	2039	2040	2041	2042	2043	2044	2045	2046	2047	2048	2049	2050	2051	2052	2053	2054	2055	2056	2057	2058	2059	2060	2061	2062	2063	2064	2065	2066	2067	2068	2069	2070	2071	2072	2073	2074	2075	2076	2077	2078	2079	2080	2081	2082	2083	2084	2085	2086	2087	2088	2089	2090	2091	2092	2093	2094	2095	2096	2097	2098	2099	2100
1990	1991	1992	1993	1994	1995	1996	1997	1998	1999	2000	2001	2002	2003	2004	2005	2006	2007	2008	2009	2010	2011	2012	2013	2014	2015	2016	2017	2018	2019	2020	2021	2022	2023	2024	2025	2026	2027	2028	2029	2030	2031	2032	2033	2034	2035	2036	2037	2038	2039	2040	2041	2042	2043	2044	2045	2046	2047	2048	2049	2050	2051	2052	2053	2054	2055	2056	2057	2058	2059	2060	2061	2062	2063	2064	2065	2066	2067	2068	2069	2070	2071	2072	2073	2074	2075	2076	2077	2078	2079	2080	2081	2082	2083	2084	2085	2086	2087	2088	2089	2090	2091	2092	2093	2094	2095	2096	2097	2098	2099	2100	



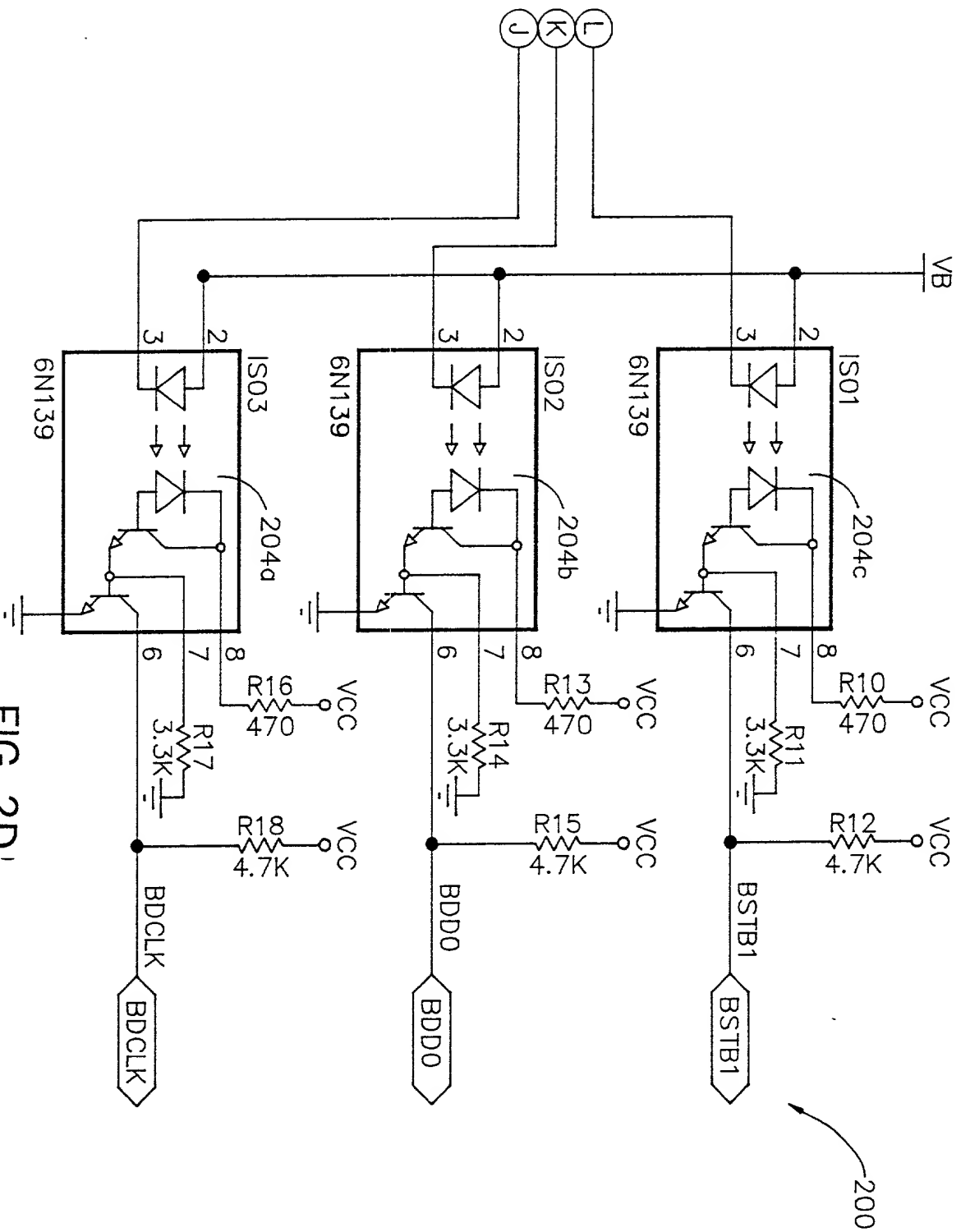


FIG. 2D

FIG. 2D is a schematic diagram of a circuit 200. The circuit 200 includes three identical stages, IS01, IS02, and IS03. Each stage includes a 6N139 optoisolator and a 204c, 204b, or 204a comparator. The stages are connected to a common ground (VB) and a common VCC supply. Each stage has a VCC input connected to a 470Ω resistor (R10, R13, R16) and a 3.3KΩ resistor (R11, R14, R17) to ground. The output of each stage is connected to a 4.7KΩ resistor (R12, R15, R18) and a signal output (BSTB1, BDD0, BDCLK). The signal outputs are connected to a common signal line (BDCLK) and a common ground (VB). The signal outputs are also connected to a common signal line (BDCLK) and a common ground (VB).

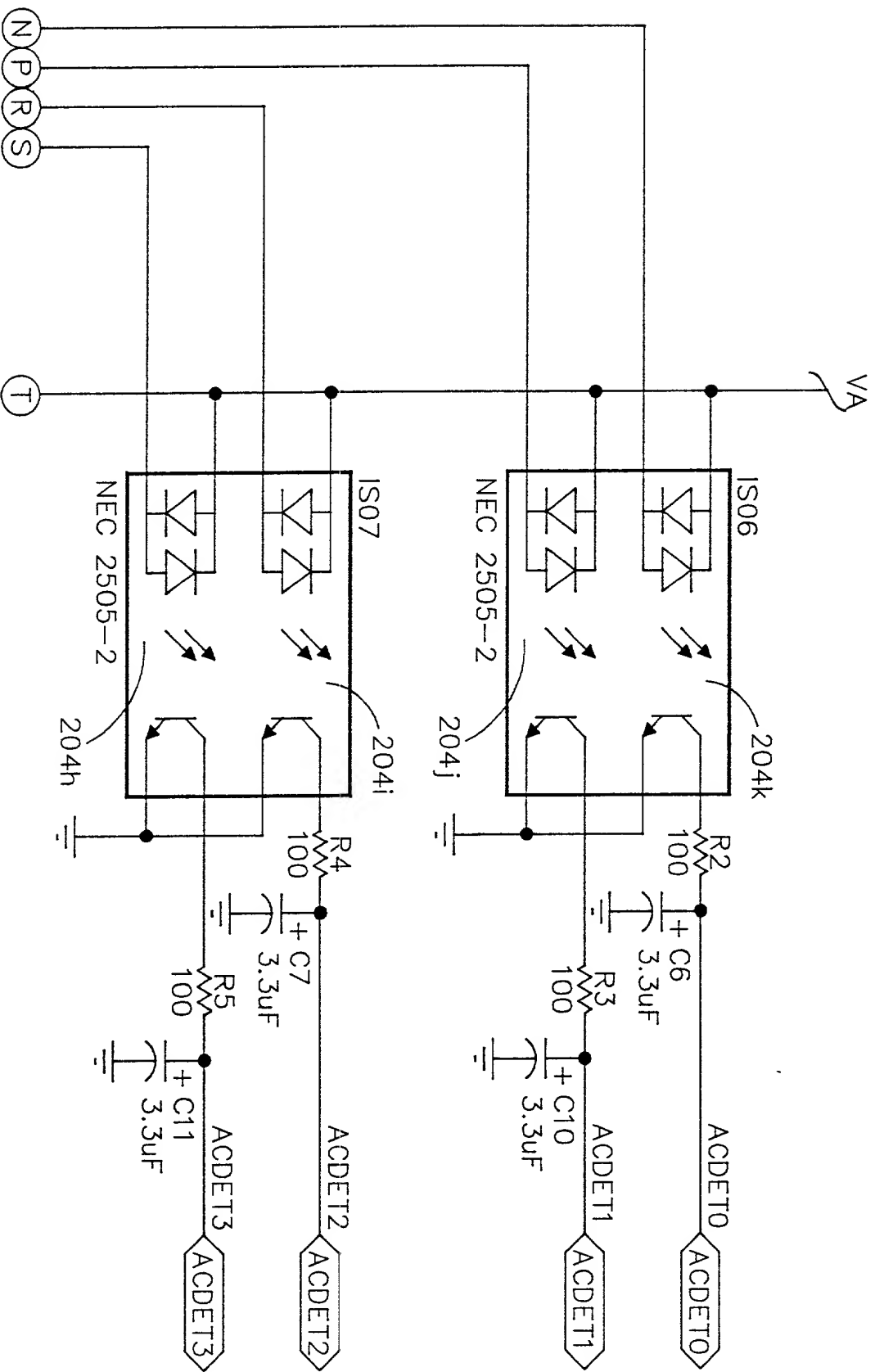


FIG. 2E

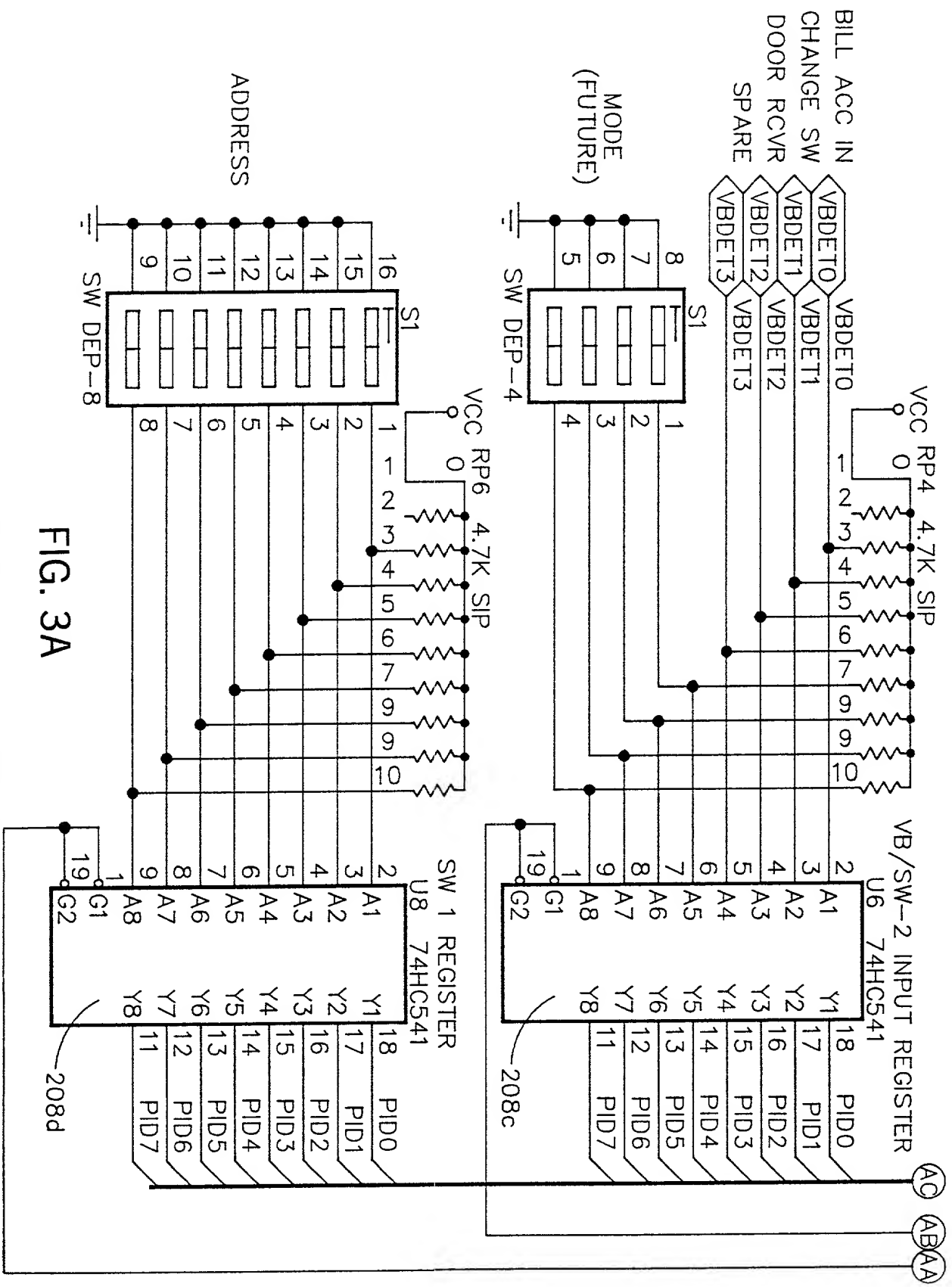


FIG. 3A

74HC541 is a CMOS 8-bit binary counter/divider with a wide range of applications. It is available in a variety of packages and is designed to operate from a single supply voltage. The device is capable of operating at frequencies up to 100 MHz.

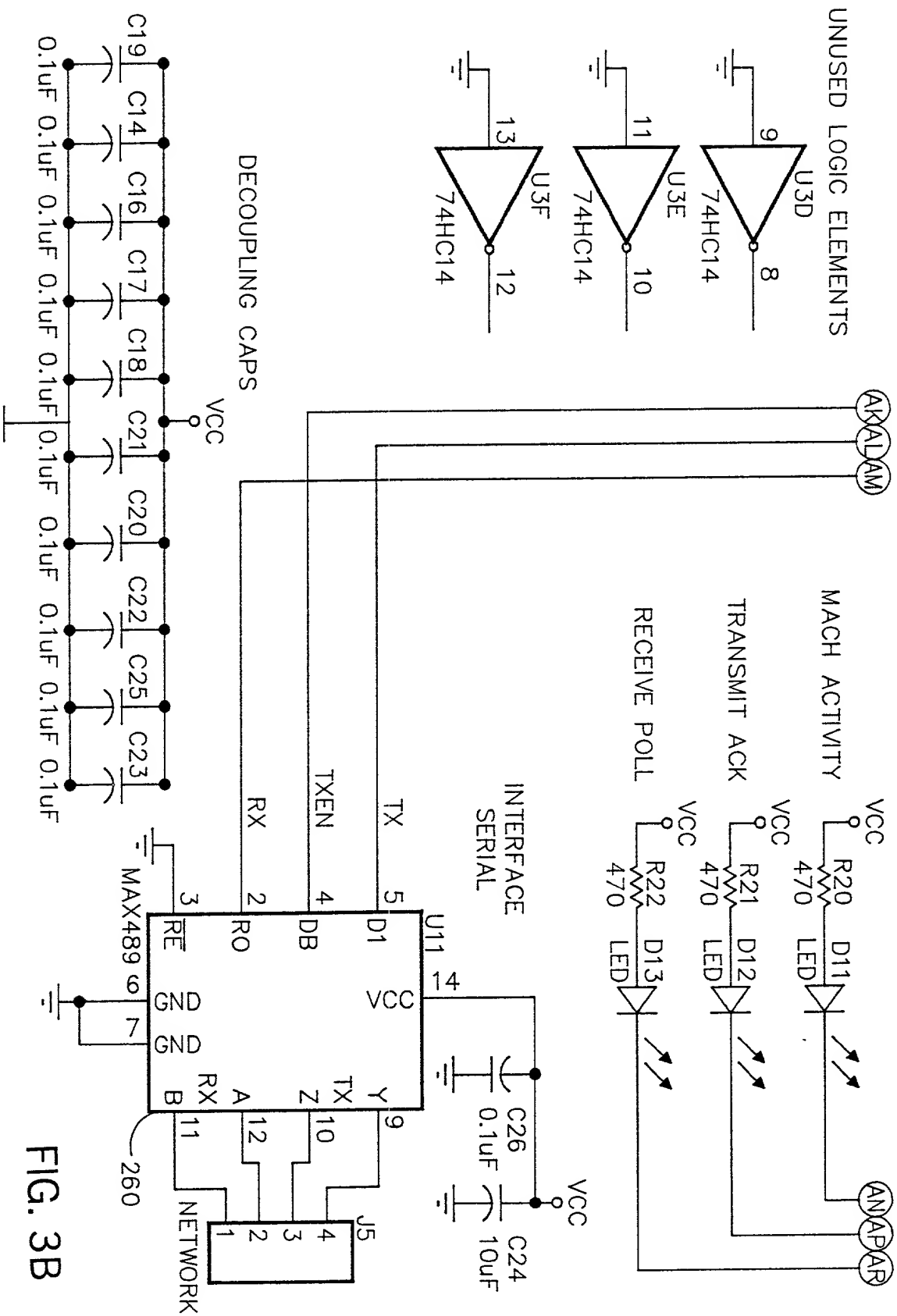
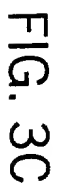
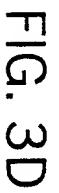
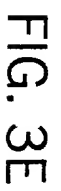


FIG. 3B is a schematic diagram of a circuit for a MAX489-based serial interface. The circuit includes a MAX489 chip (U11) connected to a 260-pin connector (J5) and an interface serial port. The MAX489 chip has pins labeled D1, DB, RO, RE, GND, GND, TX, Y, Z, A, RX, B, and 260. The interface serial port has pins labeled TXEN, TX, and RX. The circuit also includes three LEDs (D11, D12, D13) connected to the TXEN, TX, and RX pins, respectively, through 470-ohm resistors (R20, R21, R22). The LEDs are labeled MACH ACTIVITY, TRANSMIT ACK, and RECEIVE POLL. The circuit also includes three unused 74HC14 inverters (U3D, U3E, U3F) and a series of decoupling capacitors (C19-C23) connected to VCC and GND.

[illegible]





**IN THE UNITED STATES PATENT AND TRADEMARK OFFICE  
CONTINUATION-IN-PART DECLARATION**

Douglas M. Okuniewicz, the above named Petitioner, declares that he is a citizen and resident of the United States with a post office and mailing address of 2 Deer Trail, Council Bluffs, Iowa 51503, that he verily believes himself to be the original, first and sole inventor of the subject matter which is claimed in the annexed specification entitled: PRINTING AND DISPENSING BONUSING SYSTEM FOR GAMING DEVICES and for which a patent is sought;

that this application in part discloses and claims subject matter disclosed in my earlier filed pending application, Serial N<sup>o</sup> 08/994,075 filed December 19, 1997;

that he has reviewed and understands the contents of the specification, including the claims, as amended by any amendment specifically referred to in the oath or declaration;


that, as to the subject matter of this application which is common to said earlier application, he acknowledges a duty under 37 CFR § 1.56 to disclose information he is aware of which is material to the examination of the application; he does not know and does not believe that the same was ever known or used in the United States of America before his invention thereof or patented or described in any printed publication in any country before his invention thereof or more than one year prior to said earlier applications, or in public use or on sale in the United States of America more than one year prior to said earlier applications; that said common subject has not been patented or made the subject of an inventor's certificate issued before the date of said earlier application in any country foreign to the United States of America on an application filed by him or his legal representatives or assigns more than twelve months prior to said earlier applications, as amended by any amendment specifically referred to in the declaration;

that no application for patent or inventor's certificate on said invention has been filed by legal representatives or assigns in any country foreign to the United States of America except as follows: None.

that, as to the subject matter of this application which is not common to said earlier applications; he acknowledges a duty under 37 CFR § 1.56 to disclose information is aware of which is material to the examination of the application; he does not know and does not believe that the same was ever known or used in the United States of America before his invention thereof or patented or described in any printed publication in any country before invention thereof, or more than one year prior to the date of this application, or in public use or on sale in the United States of America more than one year prior to the date of this application, and that said subject matter has not been patented or made the subject of an inventor's certificate issued in any country foreign to the United States of America on an application filed by him or his legal representatives or assigns more than twelve months prior to the date of this application; and that no application for patent or inventor's certificate on said invention has been filed by him or his representatives or assigns in any country foreign to the United States of America, except as follows: None.



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Douglas M. Okuniewicz

Date: